AMENDMENTS TO THE CLAIMS:

This listing of the claims will replace all prior versions, and listings, of the claims in this application.

Listing of Claims:

1. (Currently Amended) A system for commanding an entity, comprising:

an entity player for invoking an entity, wherein the entity ~~includes~~ comprises a plurality of methods and further comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user;

an entity editor ~~connected~~ coupled to the entity player; and

at least one control device ~~connected~~ coupled to the entity player, wherein the entity player invokes the entity methods in accordance with the control device.

2. (Currently Amended) A method for commanding an entity, comprising:

selecting an entity wherein the entity ~~includes~~ comprises a plurality of commands that are associated with the entity and further comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user; and

selecting at least one entity command.

3. (Currently Amended) The method of claim 2, ~~wherein the step of~~ where selecting the entity commands is performed through the use of an entity editor.

4. (Currently Amended) A method for commanding an entity, comprising:

downloading an entity, wherein the entity is associated with a plurality of commands and comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user;

opening the entity in an entity editor to determine the plurality of commands associated with the

entity;

selecting at least one command; and

constructing a message from the selected command.

5. (Currently Amended) A method for interpreting an entity, comprising:

retrieving, by an entity-enabled device, an entity ~~having~~ that comprises a plurality of commands and further comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user, wherein the entity-enabled device includes an entity player for interpreting commands;

determining, by the entity player, whether the commands are compatible with the entity-enabled device; and

interpreting, by the entity player, ~~the compatible~~ commands determined to be compatible with ~~on~~ the entity-enabled device.

6. (New) A multi-component logical entity storable in a memory medium comprising:

a media pool component;

a body component;

a brain component;

an entity methods component that comprises at least one entity method; and

a bookmark component, where

said entity is responsive to a player to be invoked by the player, where said player is coupled to an entity editor and to at least one control device and executes the at least one entity method in cooperation with the at least one control device.

7. (New) A multi-component logical entity storable in a memory medium as in claim 6, where said player comprises an entity language interpreter that is responsive to a received entity method comprising a command sequence to parse and interpret commands of the command sequence.

8. (New) A multi-component logical entity storable in a memory medium as in claim 7, where said player, when interpreting a command, refers to entity instincts to determine what actions are required to execute the command, and makes calls to resources in order to run the required actions.

9. (New) A multi-component logical entity storable in a memory medium as in claim 6, where said player is embodied within a wireless communications terminal.

10. (New) A multi-component logical entity storable in a memory medium as in claim 6, where said player is embodied within a component of a wireless network and invokes the entity and executes the at least one entity method on behalf of a wireless communications terminal.

11. (New) A multi-component logical entity storable in a memory medium as in claim 10, where a user of the wireless communications terminal views a result of the execution of the entity using an entity enabled device.

12. (New) A multi-component logical entity storable in a memory medium as in claim 10, where a user of the wireless communications terminal views a result of the execution of the entity with a computer that is coupled to the player through at least one of a wireless and a wireline connection.

13. (New) A multi-component logical entity storable in a memory medium as in claim 6, where said entity is received over a wireless communications channel as part of a message.

14. (New) A multi-component logical entity storable in a memory medium as in claim 6, where said entity is transmitted to a wireless communications channel as part of a message.